

The **Celeano Fragments** are an account of the contents of the library of an alien world in August Derleth's *Trail of Cthulhu*. 'De Masticatione Mortuorum' is a truncation of the name of a grimoire about corpses in the Robert Bloch story *The Mannequin*. I can't remember where I got the **Exercitatio Anatomica** from, but I think it might have been a real medieval book I read about. The **G'harne Fragments** are stone tablets inscribed with secret history, from Brian Lumley's Mythos stories. The **Hieroglyphica** is a pretty generic term, but is most commonly used to refer to a real 5th-century text which explains Ancient Egyptian writing very inaccurately.

Unique items

The **Book of Azathoth** is the text carried by the Black Man in Lovecraft's *Dreams in the Witch-House*. The **Parchments of Pnom** are a text that describes Tsathoggua in Clark Ashton Smith's *The Coming of the White Worm*. The **Revelations of Glaaki** are accounts of visions of Glaaki from Ramsey Campbell's Mythos stories. The **Spear of Celephais** takes its name from the dream-city in Lovecraft's *Celephais* and *The Dream-Quest of Unknown Kadath*. The **Tablets of Nhing** are engravings from Yaddith in Lovecraft's *Through The Gates of the Silver Key*. The **Testament of Carnamagos** is from Clark Ashton Smith's *The Treader in the Dust*. The **Zanthu Tablets** are jades from Mu in Lin Carter's Xothic stories.

Exhibit items

The **Aldebaran Key** is named for one of the stars which is connected with Carcosa in Robert W. Chambers' 'King in Yellow' stories. The **Bloody Tongue** is a reference to the God of the Bloody Tongue, an avatar of Nyarlathotep in the classic *Call of Cthulhu* RPG adventure *Masks of Nyarlathotep*. The **Face of Ahtu** is a cursed mask worn by members of the Cult of the Spiralling Worm in a number of relatively obscure Mythos stories and game scenarios. The **Mirror of Nitocris** is a magic item from a Brian Lumley story. The **Shining Trapezohedron** is a cursed pseudo-Egyptian gemstone which is connected to Nyarlathotep in Lovecraft's *The Haunter of the Dark*. Like several elements of this expansion, the **Stygian Dagger** presumes that very early Ancient Egyptian culture took its cues from forgotten Stygia, a kingdom in the Hyborian Age in Robert E. Howard's *Conan* stories. The **Ring of Set** is a specific Hyborian relic that outlived its master Thoth-Amon and survived into the modern age (as seen in Howard's *The Haunter of the Ring*). The **Book of the Celestial Cow**, the **Litany of Re**, and **The Secret Chamber**, however, are all real Ancient Egyptian 'coffin texts'. 'Spells of Coming Forth', likewise, is a more sensible translation of the title of the famous funerary text usually called the Book of the Dead.

Spells

Chant of Thoth, **Clutch of Nyogtha**, **Command Dhole**, **Curse of Chaugnar Faugn**, **Nyhargo Spiral**, **Secret Word of Sekhmenkenhep**, and **Mirror of Tarkhun Atep** are all shamelessly plundered from spell lists for *Call of Cthulhu* and other related games. The **Spell of the Twelve Caves** is named for another Ancient Egyptian funerary text – a kind of 'guide to the underworld' that they'd carve in the inside of sarcophagus lids.

Allies

Gustaf Johansen is the Norwegian sailor who saw Cthulhu and survived (for a while, anyway) in *The Call of Cthulhu*. **Harley Warren** is the poor sod who descends into the crypt in *The Statement of Randolph Carter* and never comes out. **Robert Harrison Blake** is the horror author who meets his end battling the machinations of Nyarlathotep in *The Haunter of the Dark*. **Halpin Chalmers** and **Harold Copeland** are peripheral characters in several of Lin Carter's 'Xothic' stories. **Cyprian Sincaul** is a sculptor who appears in Clark Ashton Smith story *The Hunters from Beyond*. Like the Silver Twilight Lodge itself, **Carl Sanford** is (as far as I can tell by Googling him) original to Chaosium's *Call of Cthulhu* and related games. **Abigail Foreman** originates (to the best of my knowledge) in *Arkham Horror* Encounter cards. **Cecily Prinn** is my invention, but is meant to be a possible modern-day relation of Abigail Prinn from Henry Kuttner's *The Salem Horror*, and/or Robert Bloch's wizard Ludwig Prinn (who wrote *De Vermis Mysteriis*).

Other World Encounters

The specific Other World encounters are largely drawn from the Mythos stories which describe the worlds in question, but the ‘Other’ encounters I tried to group into loose themes. An ‘Other’ encounter on a **blue** card tends to mean a visit to Shaggai. And **red** tends to be Yaddith, although they’re generally a mix of the ‘outer planets’. An ‘Other’ on a **yellow** card comes from William Hope Hodgson’s *The House on the Borderland*. The common factor to the **green** ‘Other’ encounters I’ll leave to you to work out, although I took my cue from one of the Other World encounters in *The King in Yellow* expansion.

Arkham Encounters

Most these are entirely generic awfulness, but a few aren’t: the **Inner Sanctum** invokes Nasht and Kaman-Tha from Lovecraft’s Dream-cycle, and Thoth-Amon and Stygian relics from Howard’s Hyborian Age. The **Witch House** heart-gnawed-out encounter refers (unimaginatively) to *Dreams in the Witch-House*. The **Unnameable**, likewise, quotes from *The Unnameable*. Another encounter there refers to *The Yellow Wallpaper*. The libretto in the **Library** comes from a Ramsey Campbell story, as does Z’uqqa-Mogg. The shaggy ape-beast at the **Black Cave** is a lift from Lovecraft’s absurd *The Beast in the Cave*. There’s a **Raiders of the Lost Ark** trap at the cave and at Hamlet quotation at the **Graveyard**. At **South Church**, the priest’s ranting comes from lyrics by death metal band Nile, from an album called (I swear I’m not making this up) *In the Catacombs of Nephren-Ka*. The **Historical Society**’s Church of Starry Wisdom is from *The Haunter of the Dark*. The Cthäat Aquadingen at **Ye Olde Magick Shoppe** comes from Brian Lumley’s Mythos stories, and the towering elementals at the **Woods** are an allusion to Blackwood’s *The Willows*.

CULT OF THE GOLDEN SCARAB CARD LIST

Investigators (8 total)

1 Cyrus Crookes
1 Harriet Klaus
1 Horace Falconer
1 Jack Halman
1 Janice Hathaway
1 Jon Whitefeather
1 Marie Et-Neit
1 Sue Weatherby

Common Items (32 total)

1 Artifact Hunt
1 Clasp of Newet
1 Consecration
1 De Mastication
 Mortuorum
1 Decipher Cartouche
1 Diplomatic Papers
1 Electric Torch
1 Exercitatio Anatomica
1 Flare Gun
1 Hieroglyphica
1 Hunting Permit
1 Infiltrate Cult
1 Opium Pipe
1 Ourorobos
1 Rosary
1 Rotary Saw
1 Spectacles
1 Umbrella
2 Celeano Fragments
2 Coffee
2 Crowbar
2 G'harne Fragments
2 Hand Grenade
2 Service Revolver
2 Switchblade

Unique Items (16 total)

1 Book of Azathoth
1 Charm of Cats
1 Hand of Glory
1 Household God
1 Kephrian Gem
1 Parchments of Pnom
1 Revelations of Glaaki
1 Spear of Celephais
1 Tablet of Nhing
1 Testament of Carnmagos
1 Whispering Hide
1 Zanthu Tablets
2 Courage Glyph
2 Lodge Signet

Spells (32 total)

1 Aeromancy
1 Bind Machine
1 Call Artifact
1 Clutch of Nyogtha
1 Command Dhole
1 Cthulhu Prayer
1 Dispel
1 Embalming Rite
1 False Fellowship

1 Fires of Rlyeh
1 Funeral Spell
1 Mirror of Tarkhun Atep
1 Nyhargo Spiral
1 Restore Youth
1 Seal of Horus
1 Secret Word of Sekhmenkenhep
1 Send Dream
1 Spell of the Twelve Caves
1 Unshape
1 Vision Quest
2 Blind
2 Chant of Thoth
2 Eldritch Hex
2 Flay
2 Incantation of Knut
2 Markings of Isis

Skills (16 total)
1 Acrobatics
1 Anatomy
1 Animism
1 Bibliology
1 Credit Rating
1 Gamble
1 Haste
1 Hermeticism
1 Improvise
1 Indomitability
1 Martial Arts
1 Mythos Lore
1 Numerology
1 Opportunism
1 Schmoozing
1 Sprint

Allies (16 total)
1 Abigail Foreman
1 Carl Sanford
1 Cecily Prinn
1 Clara Geddes
1 Cyprian Sincaul
1 Elspet Carls
1 Georgina Lucas
1 Gustaf Johansen
1 Halpin Chalmers
1 Harley Warren
1 Harold Copeland
1 Nephthys
1 Niles Masters
1 Robert Harrison Blake
1 Shub'Niad
1 Tabitha Phelps

Exhibit Items (32 total)
1 Aegyptus Emblem
1 Aldebaran Key
1 Bloody Tongue
1 Book of Anubis
1 Book of the Celestial Cow
1 Face of Ahtu
1 Feather of Ma'at
1 Flask of the Elder
1 Golden Fang of Apеп
1 Headdress of Geb
1 Jackal Statue

1 Last Mask of Ramases
1 Litany of Re
1 Mark of Bast
1 Mirror of Nitocris
1 Osiris Glaive
1 Reliquary of Leng
1 Ring of Set
1 Rod of Sarnath
1 Shining Trapezohedron
1 Spells of Coming Forth
1 The Secret Chamber
2 Armour of Osiris
2 Canopic Jars
2 Mask of the Black Ram
2 Pharaonic Khopesh
2 Stygian Dagger

Ancient Ones (6 total)

1 Azhu-Thoth
1 Ur-Sphinx
1 Nyarlath-Hotep
1 Nitocris
1 Nephren-Ka
1 Baneb-Djedet

Heralds (1 total)
1 Golden Scarab Cult

Guardians (1 total)
1 Egyptian Exhibit

Arkham Encounters (36 total)
4 Downtown
4 Easttown
4 French Hill
4 Merchant District
4 Miskatonic University
4 Northside
4 Rivertown
4 Southside
4 Uptown

Other World Encounters (24 total)
6 Blue
6 Green
6 Red
6 Yellow

Mythos cards (22 total)
1 A Curse on Tongues
1 Ancient Barrow Discovered
1 Birds of Ill Omen
1 Children of Bubastis
1 Damned Foreigners!
1 Decadence Rewarded
1 Falling Star
1 Feeding Frenzy!
1 Floodwaters Subside
1 Gold Rush
1 Marking of Doors
1 Sarcophagus of Decay
1 Sarcophagus of Gold
1 Sarcophagus of Lunacy
1 Sarcophagus of Sorcery
1 Strange Sightings (type 1)

1 Strange Sightings (type 2)
1 The Curse of Nephren-Ka
1 The Maw of Ammit
1 The Riddle of the Sphinx
1 The Rising of the Nile
1 The Sending of the Soul

Plague cards (10 total)

1 Abundance of Frogs
1 Cloud of Gnats
1 Death of the First
1 Fury of Hailstones
1 Horde of Beasts
1 Pestilence
1 Shroud of Darkness
1 Surfeit of Boils
1 Swarm of Locusts
1 Tide of Blood

Monsters (33 total)

1 Chaos Mask
1 Lloigor
1 Lord of the Nile
1 Mummy
1 Voormi
2 Cultist
2 Flute-Player
2 Insect Swarm
2 Nile-Dweller
2 Omen Bird
2 Thuum'ha
1 Tomb-Thing (Mag. Imm)
1 Tomb-Thing (Phys. Imm)
1 Tomb-Thing (Resistant)
2 Typhonian Beast
2 Yugg
3 Carrion-Worm
3 Graverobber
3 Jackal-Thing

Day/Night card (1 total)
1 Day/Night card



Cyrus Crookes

the Hermetic Priest

4 Sanity

6 Stamina

Home: Arkham Asylum

Fixed Possessions:
\$5, 2 Clue Tokens, 1 Exhibit Item
(Book of Anubis)

Random Possessions:
1 Common Item, 2 Spells, 1 Skill

Focus: **1**

SPEED	1	2	3	4
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SNEAK	3	2	1	0
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FIGHT	1	2	3	4
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WILL	4	3	2	1
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LORE	2	3	4	5
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LUCK	5	4	3	2
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Harriet Klaus

the Hierodule

5 Sanity

5 Stamina

Home: French Hill Streets

Fixed Possessions:
\$5, 3 Clue Tokens, 1 Spell
(Markings of Isis)

Random Possessions:
2 Common Items, 1 Exhibit Item,
1 Skill

Focus: **2**

SPEED	1	2	3	4
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SNEAK	4	3	2	1
-------	---	---	---	---

FIGHT	0	1	2	3
-------	---	---	---	---

WILL	3	2	1	0
------	---	---	---	---

LORE	2	3	4	5
------	---	---	---	---

LUCK	5	4	3	2
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Gift of Isis

Any Phase: Harriet gets (+2) to Skill checks which would allow her to take an Ally if successful. When she gains an Ally as a result of an encounter card, Harriet also gains any 'if unavailable' bonus.

Gaze of Set

Upkeep: If Harriet rolls for a blessing or a curse, she rolls two dice and may disregard one of the results.

The Story So Far:

When Harriet saw the loathsome, oily appendage of the creature come probing under the velvet curtain, she decided that her involvement with the Hermetic Order of Silver Twilight should come to an end, there and then. She'd never doubted the existence of the goddess whose patronage the Grand Master had secured for her, but she knew now that other, more terrible powers were at work within the Order - powers that were implacably opposed to everything that she held sacred.

Carl Sanford had told her nothing but lies, and no doubt her missing sisters had already died on the black altar of his secret masters. What horrible design the Grand Master was contemplating, Harriet could scarcely imagine. Even the inhuman thing that half-revealed itself to her that night was surely not monstrous enough to be the summit of his plans, and yet it was filled with such animal hate and hunger that Harriet would risk anything to get away.

Though the hands of the cowled Lodge members clutched at her as she ran, she reached the high window of the ritual chamber, and threw her hands up to protect her face as she leapt at the glass. Even when she pulled herself upright and felt the cold cobblestones of French Hill underfoot, she would not let herself believe that she was safe. Bruised and bleeding, she took to her heels, unsure of what unspeakable abberations might be in pursuit.

The Story So Far:

Long before the kingdom on the Nile was called Egypt, its every prayer was to subterranean gods who have been rightly forgotten by history, save for the few faded, untranslatable inscriptions that concern 'Nnar-Lath', 'Thoth-Amon', 'Nephren-Tep' and 'Nemm-Set' - words found among the funerary texts scratched into the black stone of time-worn sarcophagi in the Valley of the Kings. Although that loathsome age lasted for many thousands of years, all detailed accounts of it are believed to have been long since erased from human knowledge.

This belief is a mistaken one. Ten thousand years after the destruction of the pre-dynastic death-cults and the ruin of their onyx temples, a hidden antechamber was discovered within the buried necropolis at Men-Nefer. From that place a mystical sect which had endured through countless centuries took into its possession a scripture so ancient that it crumbles to ash even as human eyes read the faded hieroglyphs. That scripture is the long-sought second papyrus of the Book of the Dead, called also the Spells of Returning in Darkness, an account of a conversation between the arch-pharaoh Kephren and the death-god Anubis himself, who reigned supreme in the Old Kingdom and who spoke to Kephren of those blacker and more malignant powers that preceded him.

The sect that discovered that Testament of Anubis has gone by many names over the centuries, but it is known today as the Hermetic Order of Silver Twilight. For what twisted purpose its Grand Masters have entrusted their most unbalanced disciple with the most secret and blasphemous coffin-text of Old Egypt is unknown.



Horace Falconer

the Veteran

5 Sanity

5 Stamina

Home: General Store

Fixed Possessions:
\$4, 3 Clue Tokens, 2 Common Items (Service Revolver, Map of Arkham)

Random Possessions:
1 Exhibit Item, 1 Spell, 1 Skill

Focus: **2**

SPEED	0	1	2	3
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SNEAK	3	2	1	0
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FIGHT	2	3	4	5
-------	---	---	---	---

WILL	5	4	3	2
------	---	---	---	---

LORE	1	2	3	4
------	---	---	---	---

LUCK	4	3	2	1
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Officer Material

Any Phase: Investigators in the same neighbourhood as Horace may re-roll failed **Horror** checks. The re-rolled result stands.

N.B. Horace may use this ability himself.

Turning the Tide

Upkeep: Horace may discard one Gate trophy. If he does so, all monsters with the matching dimensional symbol are returned to the cup.



Jack Halman

the Federal Agent

5 Sanity

5 Stamina

Home: Police Station

Fixed Possessions:
\$7, 3 Clue Tokens, 1 Common Item (.45 Automatic)

Random Possessions:
1 Common Item, 1 Exhibit Item, 1 Skill

Focus: **2**

SPEED	1	2	3	4
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SNEAK	3	2	1	0
-------	---	---	---	---

FIGHT	3	4	5	6
-------	---	---	---	---

WILL	4	3	2	1
------	---	---	---	---

LORE	0	1	2	3
------	---	---	---	---

LUCK	4	3	2	1
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Jurisdiction

Any Phase: While in Arkham, Jack cannot be *delayed* or *arrested*, and may ignore **Closed** markers on locations.

No Stone Unturned

Movement Phase: Jack can pick up Clue tokens at any point during his movement.

The Story So Far:

"Let me tell you how this works. My chief's phone rings and it's Harry Walsh at Justice. Harry Walsh at Justice has just come out of a basement storeroom where a couple of Treasury pinheads have been sitting on some old guy they just pulled off the Boston Express. This guy's some academic, like a professor, and apparently he got called to D.C. by some Treasury bigwigs who have been quizzing him pretty hard for a couple of days."

"Only now the old man's given them something that puts it right in Harry Walsh's lap with orders to hand it over to the Bureau, priority one. But my chief's got his own ideas about jurisdiction, sure, and he's not about to put forty agents into the back-end of Essex County unless he has more to go on than some bookworm's ghost story."

"So that's where I come in. Truth is, I don't think it's half as crackpot as the Treasury pinheads do. Spooky stretch of country, this one, and with a whole lotta history. I don't know what this librarian in D.C. told the Treasury, but I overheard the Chief talking about 'ritual murders', and my brief says I make my start at the local museum, where they got some kinda ancient relics on display. If there's a grain of truth to the rumours about this district, we could all be in way over our heads. Badge and gun I got, with backup only a cable away, but the looks I'm getting round here make me think that if I do make the call, the cavalry's gonna come way too late..."

The Story So Far:

He dreams in barbed wire, yet barely notices when he cuts himself shaving. The flowers he leaves on his wife's grave are no more fragrant than the mud beside it. In his shabby apartment, a faulty light bulb flickers into an incendiary French sky.

He first saw them swarming in No-Man's Land. The Hungry Ones. The soldiers of all flags and none. The No-Men. They tried to storm the barricades, wave upon wave of them, vacant shells of men, dead hands grasping through the wire. This sure weren't no Shellfire Sam leading the lost patrol back to safety.

Machine guns pulse, perforating gas clouds, telegram messages with terminal STOPs. He couldn't even say if they were Allied or German.

They say he didn't reach his gas mask in time, and that the poison plays tricks on your mind. They say tales of dead men walking were bad for morale, and mutter vague threats about sedition.

Back in Arkham, a car backfires and a shell shatters the walls of the trench, spraying muck into the air. A loose paving stone wobbles under the weight of his heel, and the puddle under a broken duck-board seeps into his shoes. A scrawny woman on the corner of the street sucks on a thin cigarette, then coughs and hacks and clutches her chest. She's already dead, she just doesn't know it yet.

Civvy Street is no place for a soldier. Civvy Street is No-Man's Land.



Janice Hathaway

the Assistant Curator

5 Sanity



5 Stamina

Home: Easttown Streets

Fixed Possessions:
\$5, 2 Clue Tokens, 1 Ally (Niles Masters)

Random Possessions:
1 Common Item, 1 Unique Item,
1 Skill

Focus: **2**

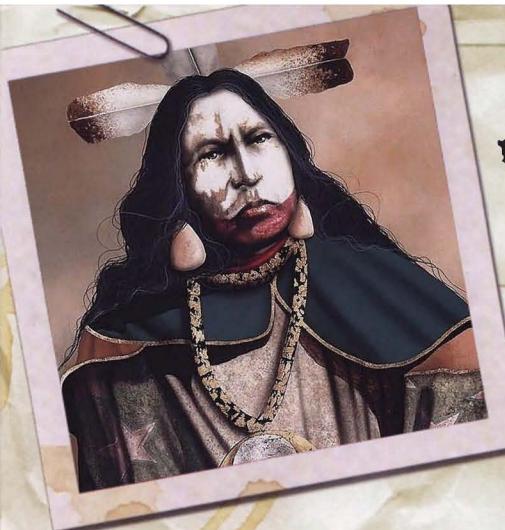
SPEED	1	2	3	4
SNEAK	4	3	2	1
FIGHT	1	2	3	4
WILL	3	2	1	0
LORE	3	4	5	6
LUCK	3	2	1	0

Archivist

Arkham Encounter Phase:
Whenever Janice would draw a random Common, Unique, or Exhibit item, she may search the deck for the first *Tome* card instead.

No Surprises

Any Phase: Janice takes no Sanity damage from the ability *Nightmarish*.



Jon Whitefeather

the Medicine Man

5 Sanity



5 Stamina



Home: Ye Olde Magick Shoppe

Fixed Possessions:
\$6, 3 Clue Tokens, 1 Spell (Vision Quest)

Random Possessions:
2 Common Items, 1 Exhibit Item,
1 Skill

Focus: **2**

SPEED	1	2	3	4
SNEAK	4	3	2	1
FIGHT	1	2	3	4
WILL	4	3	2	1
LORE	2	3	4	5
LUCK	3	2	1	0

Wakan Thanica

Upkeep: At the end of the phase, Jon may give any or all of his clue tokens to other Investigators.

N.B. This ability does not allow Jon to receive clue tokens from others.

Seeker of Visions

Any Phase: If Jon fails the Lore check to cast a spell and is not driven *insane*, he regains Sanity equal to the spell's Sanity cost.

The Story So Far:

O, Coyote howl and Spider hide the moon! Great Scarab crawl from the Big Under, all hatesome schemes and cursesome screams. Great Scarab whose teeth are made of stars, whose eyes are made of night. He look upon the the hills and the rivers and the forest, and he set to eating til all the hills are boulders and all the rivers are mud and all the trees are ash.

Bison say "Crush him" but Great Scarab set the prairies to flame and burn Bison's hooves.

Jackrabbit say "Burrow down" but Great Scarab crawl out from ground and destroy Jackrabbit's home. Raven say "fly away" but Great Scarab jump into clouds and break Raven's wing.

But Coyote, he many years wise, he say Man is the one to catch Great Scarab.

"Man," spit bison, "He weakest of beasts, no thick skin to protect him." "Man," sneer jack-rabbit, "He dullest of beasts, no sharp eyes to see danger." "Man," laugh raven, "He slowest of beasts, no quick wits to avoid snare."

"All true," smile Coyote, "but Great Scarab think Man least of beasts too. Great Scarab never think Man one to oppose him."

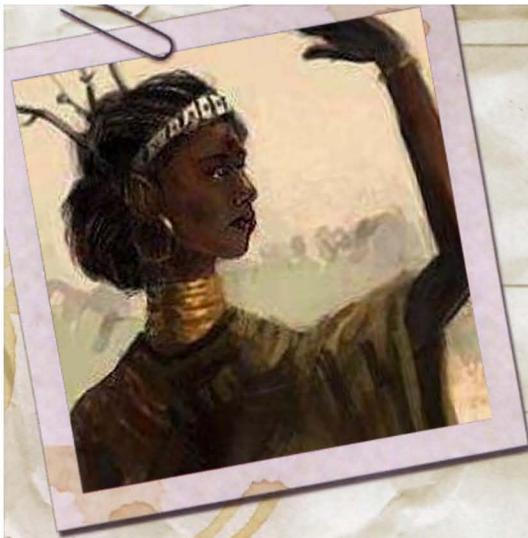
And the Animal Council said that this was true, and so it was agreed Man, and Man alone, should cast the Great Scarab back into the Big Under.

The Story So Far:

In the year since his disappearance, many rumours have spread about Professor Masters. Some say he absconded with stolen relics, or was accidentally killed while engaging in an esoteric ritual. Many think it likely that he simply hanged himself out of shame at his role in the mysterious events at the *Legacy of the Pharaohs* exhibition.

But Janice Hathaway knows different. In fact, she's spent the best part of a year curled up inside a bottle at Hibb's, trying to forget what happened on the night Niles Masters died. But the cultists' laughter echoes in her dreams as vividly as ever, and no stupor can blot her memories of the Thing that so joyously devoured the Professor, smacking its collosal chops and rearing on squat hind legs as Daisy's mentor, somehow still alive, was sucked down its gulping throat.

Janice was one of only three humans to escape the Museum vault alive that night. Until today, she didn't think anything could compel her to return to the Museum. But she's been seeing Professor Masters in crowds, hearing his voice, catching glimpses of his reflection in grimy mirrors. This morning's *Arkham Advertiser* carries the stark headline 'EGYPTIAN EXHIBIT RETURNS', and the Professor's unfinished business is clear: the danger will not have passed until the cursed treasures of the pharaohs are destroyed forever.



Marie Et-Neit

the Awakened Mummy

4 Sanity

4 Stamina

Home: Library

Fixed Possessions:
\$4, 3 Clue Tokens, 1 Exhibit Item
(Mark of Bast)

Random Possessions:
1 Common Item, 1 Spell, 1 Skill

Focus: **2**

SPEED	2	3	4	5
SNEAK	4	3	2	1
FIGHT	0	1	2	3
WILL	4	3	2	1
LORE	1	2	3	4
LUCK	4	3	2	1

Hiding In Plain Sight

Upkeep: Choose one dimension symbol. Marie automatically passes all Evade checks against monsters with that symbol this turn.

Banishment

Any Phase: When Marie succeeds at a Skill check to close a gate, all monsters removed from the board by the closure are claimed by Marie as monster trophies.



Sue Weatherby

the Aviatrix

4 Sanity

6 Stamina

Home: St. Mary's Hospital

Fixed Possessions:
\$0, 2 Clue Tokens, 2 Common Items (Rifle, Flare Gun)

Random Possessions:
1 Unique Item, 2 Skills

Focus: **1**

SPEED	1	2	3	4
SNEAK	4	3	2	1
FIGHT	2	3	4	5
WILL	5	4	3	2
LORE	1	2	3	4
LUCK	3	2	1	0

Dogfighter

Any Phase: When Sue spends a *flying* (blue-bordered) monster trophy, the monster's toughness is counted as double the printed value.

Just A Scratch

Any Phase: When Sue falls *unconscious*, she can make a Will (-2) check. If she passes, she does not discard items or clue tokens.